# A Project on Android Game Development:

**Project Name**: *Loafing Ammo Manoeuvre*

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**Folder Directory:**

➢ **Sopra-Steria**
- ▪ *Data*
  - Drawable (**Image support**)
    1. **splash-img** – welcome splash screen
    2. **big** - the welcome image of helicopter
    3. **cross** - when a missile is killed by shield
    4. **explosion** - sprite sheet of explosion
    5. **bg1** - background of the game
    6. **heli** - the copter sprite sheet
    7. **missile** - the missile sprite sheet
    8. **no-shield** – power off for shield
    9. **shield** – power on for shield
    10. **shielding** – the shielding effect
  - raw (**sound effects**)
    1. **clash** – when the missile clashes with shield
    2. **grenade** – when the missile clashes with copter
    3. **heli** – sound of helicopter
    4. **sonic** – sound of shield activation
- ▪ *Source*
    1. **Splashscreen.java** – controls splash screen display
    2. **MainActivity.java** – the caller class
    3. **MainThread.java** – the Game loop
    4. **GameObj.java** – the setter getter class
    5. *GamePane.java* – the backbone class
    6. **Background.java** – scrolling background
    7. **Animation.java** – creates the illusion of animation
    8. **Dhua.java** – the smoke trail of the copter
    9. **Missile.java** – the launching missiles
    10. **Player.java** – the copter class
    11. **Bomb.java** – the bomb bursting class